

Abstract

A method of playing a game in which a library contains a plurality of events depicted in a series of sequential, non-identical images identified as a first image, a second image, etc. A first image selected from the plurality of first images in the library is displayed in a frame, such as a frame on a video monitor. Likewise, a selected one of the second images from the plurality of second images in the library is displayed in a second frame. If the images displayed in the frames sequentially depict the first and second images of the event, then a winning condition is achieved. An apparatus for performing the method is also disclosed.